AMENDMENTS TO THE CLAIMS

Please amend the claims as follows:

1 – 27. (Canceled)

28. (Currently Amended) A method for training a learner to memorize a keyword, the method performed by a computer system having a processor, a memory, and a display, the method comprising:

presenting on the display, utilizing a graphical user interface, a question and an answer to the question, the answer to the question including a keyword, ~~the keyword in a contextual presentation,~~ the keyword having *n* characters, where *n* is greater than 2;

presenting on the display, using the graphical user interface, ~~the~~ a contextual presentation ~~with at least the keyword missing therefrom~~, the contextual presentation including the question and a portion of the answer to the question, the portion of the answer to the question including at least one non-keyword, the contextual presentation including locations for the *n* characters of the keyword;

receiving a first received character entered into a keyboard by the learner;

before receiving any other character via the keyboard, determining if the first received character is equal to the first character of the keyword;

if the first received character is not equal to the first character of the keyword, then presenting on the display, using the graphical user interface, a first indication, the first indication not changing the identity of the character displayed in the location of the first character of the keyword; and

if the first received character is equal to the first character of the keyword, then presenting on the display, using the graphical user interface, ~~a second indication that is distinct from the first indication~~ the first received character in the location of the first character of the keyword.

29. (Currently Amended) The method of claim 28, further comprising:

receiving a second received character entered into the keyboard by the learner;

before receiving any other character via the keyboard, determining if the second received character is equal to the first character of the keyword;

if the second received character is not equal to the first character of the keyword, then presenting on the display, using the graphical user interface, the first indication; and

if the second received character is equal to the first character of the keyword, then presenting on the display, using the graphical user interface, the second ~~indication~~ received character in the location of the first character of the keyword.

30. (Canceled)

31. (Canceled)

32. (Currently Amended) The method of claim 28, further comprising:

receiving a request from the learner to present a hint on the display, the request including receiving data that indicates the selection of a hint icon; and then

presenting the second indication on the display using the graphical interface.

33. (Currently Amended) A method for training a learner to memorize a keyword, the method performed by a computer system having a processor, a memory, and a display, the method comprising:

presenting on the display, utilizing a graphical user interface, a question and an answer to the question, the answer to the question including a keyword, ~~the keyword in a contextual presentation,~~ the keyword having *n* characters, where *n* is greater than 2;

presenting on the display, using the graphical user interface, ~~the~~ a contextual presentation ~~with at least the keyword missing therefrom~~, the contextual presentation including the question and a portion of the answer to the question, the portion of the answer to the question including at least one non-keyword, the contextual presentation including locations for the *n* characters of the keyword;

receiving a first received character entered into a keyboard by the learner;

before receiving any other character via the keyboard, determining if the first received character is equal to the first character of the keyword;

determining that the first received character is equal to the first character of the keyword;

based at least in part upon determining that the first received character is equal to the first character of the keyword, determining to present the first received character on the display, using the graphical user interface;

receiving a second received character entered into the keyboard by the learner;

before receiving any other character via the keyboard, determining if the second received character is equal to the second character of the keyword;

if the second received character is not equal to the second character of the keyword, then presenting on the display, using the graphical user interface, a first indication, the first indication

not changing the identity of the character displayed in the location of the second character of the keyword; and

if the second received character is equal to the second character of the keyword, then presenting on the display, using the graphical user interface, ~~a second indication that is distinct from the first indication~~ the second received character in the location of the second character of the keyword.

34. (Currently Amended) The method of claim 33, further comprising:

receiving a request from the learner to present a hint on the display, the request including receiving data that indicates the selection of a hint icon; and then

presenting on the display, using the graphical interface, the second indication.

35. (Canceled)

36. (Canceled)

37. (Currently Amended) A method for training a learner to memorize a keyword, the method performed by a computer system having a processor, a memory, and a display, the method comprising:

presenting on the display, utilizing a graphical user interface, a question and an answer to the question, the answer to the question including a keyword, ~~the keyword in a contextual presentation,~~ the keyword having *n* characters, where *n* is greater than 2;

presenting on the display, using the graphical user interface, ~~the~~ a contextual presentation

~~with at least the keyword missing therefrom~~, the contextual presentation including the question and a portion of the answer to the question, the portion of the answer to the question including at least one non-keyword, the contextual presentation including locations for the *n* characters of the keyword;

receiving a first received character entered into a keyboard by the learner;

before receiving any other character via the keyboard, determining if the first received character is equal to the first character of the keyword;

if the first received character is not equal to the first character of the keyword, then generating a first indication, the first indication not changing the identity of the character displayed in the location of the first character of the keyword; and

if the first received character is equal to the first character of the keyword, then ~~generating a second indication that is distinct from the first indication~~ displaying the first received character in the location of the first character of the keyword.

38. (Currently Amended) The method of claim 37, further comprising:

receiving a second received character entered into the keyboard by the learner;

before receiving any other character via the keyboard, determining if the second received character is equal to the first character of the keyword;

if the second received character is not equal to the first character of the keyword, then generating the first indication; and

if the second received character is equal to the first character of the keyword, then ~~generating the second indication~~ displaying the second received character in the location of the first character of the keyword.